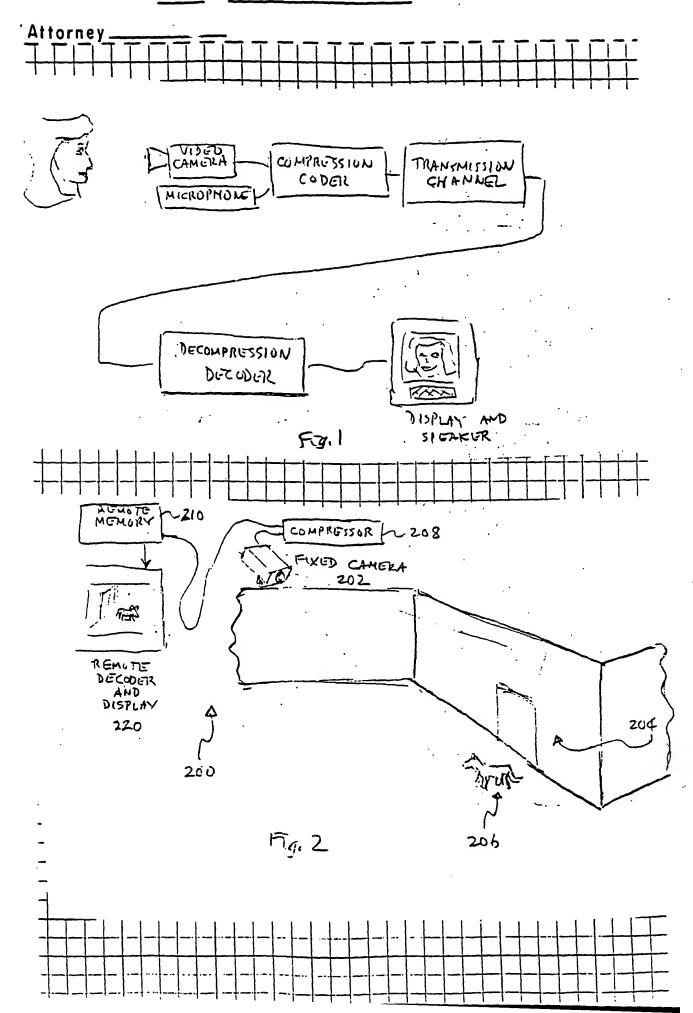
I MIT TI WHELE



OBJECT-BASED VIDEO COMPRESSION (OBVC)

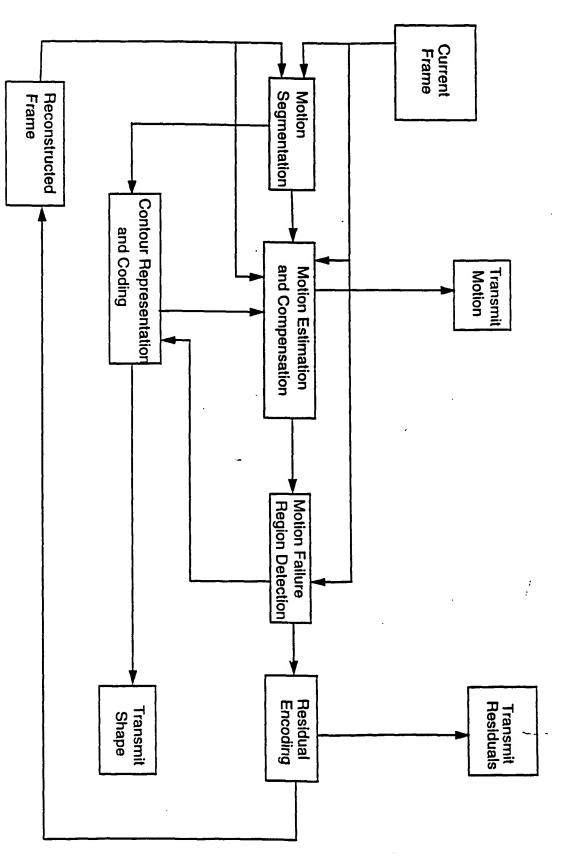
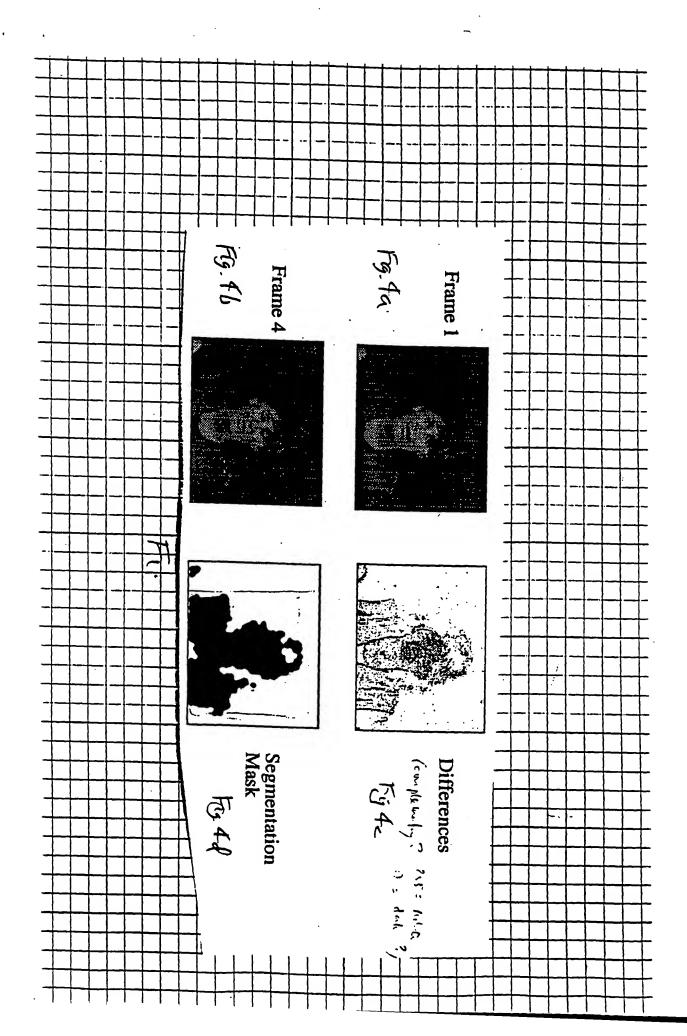
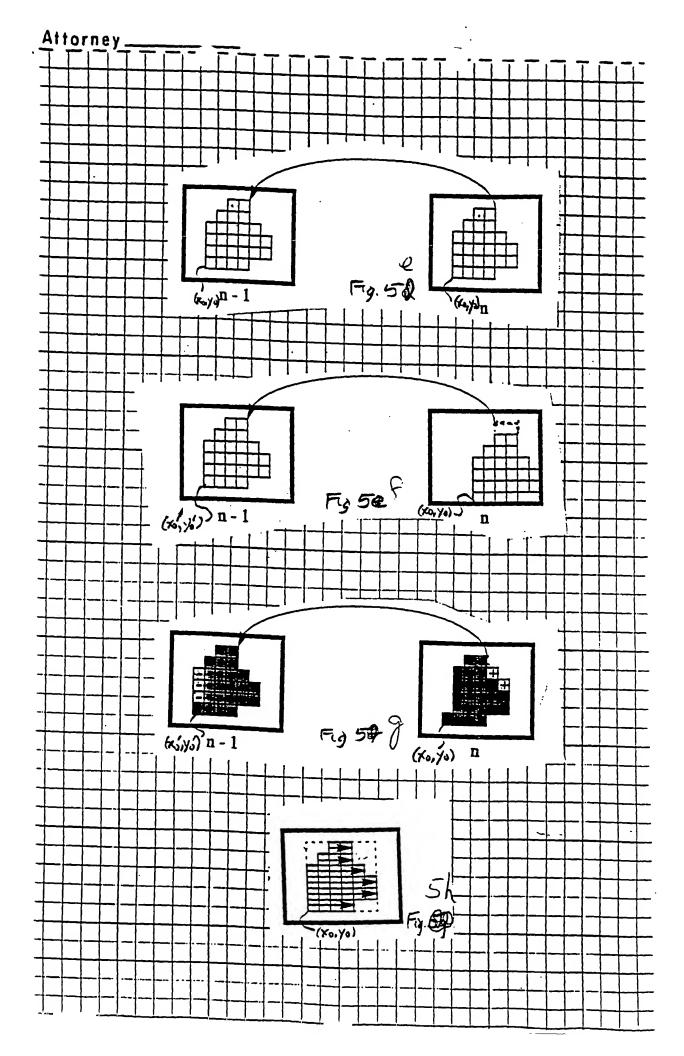


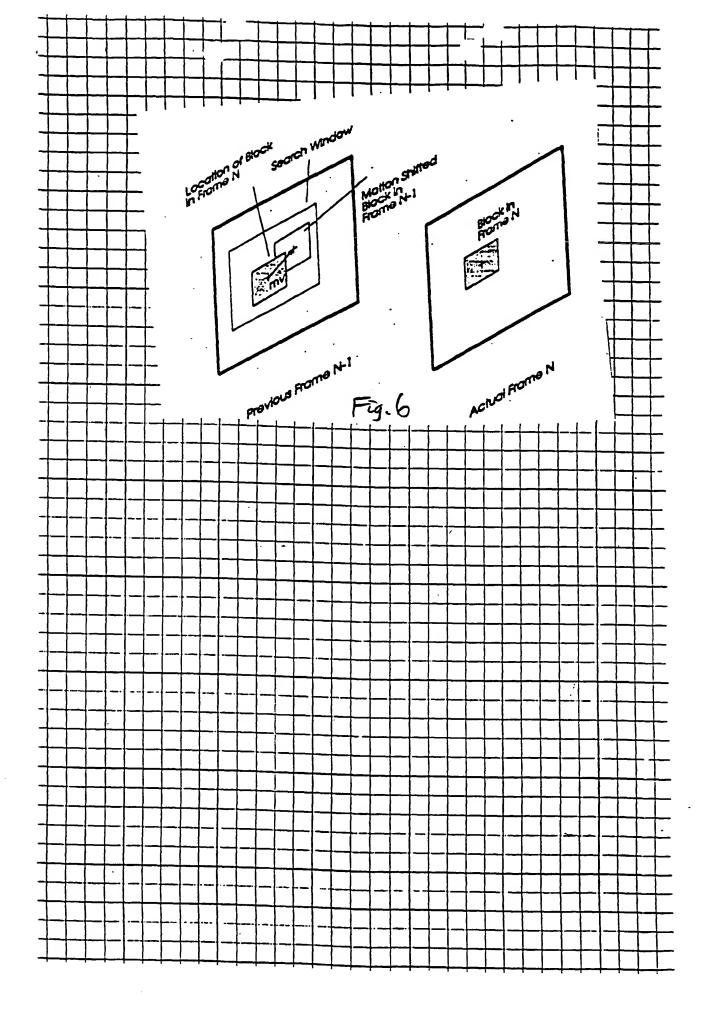
Figure 3

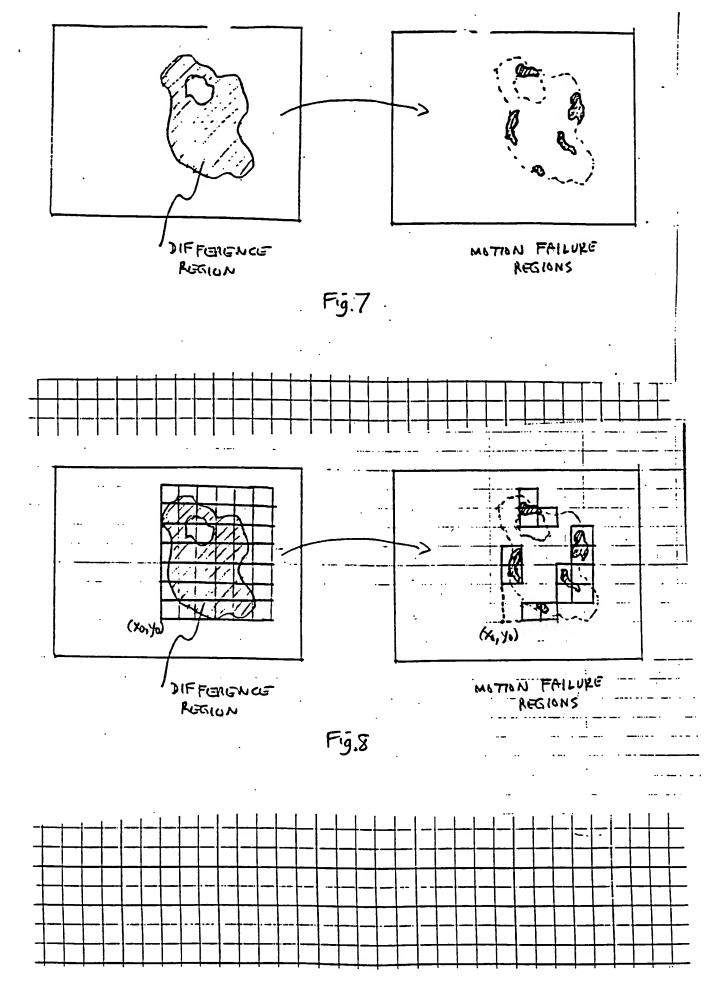


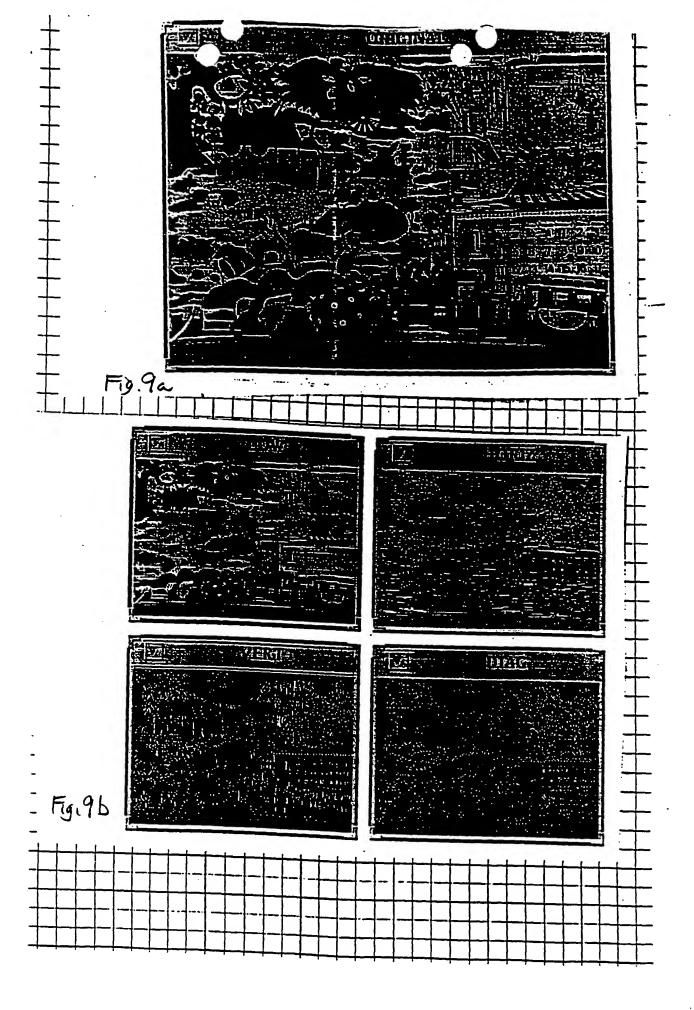
PATENT SKETCH FORM

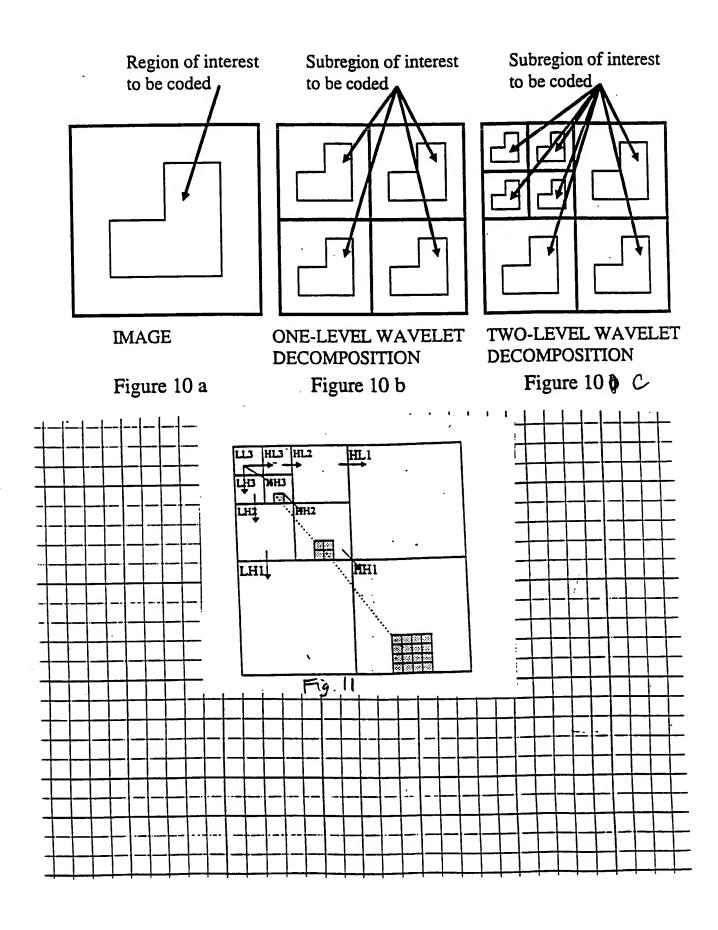
Attorney_ RECTANGLE (86,40) Fig. 5D











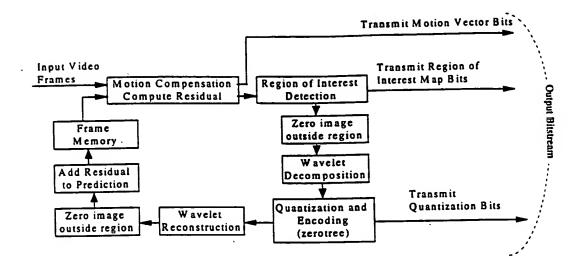


Figure 12

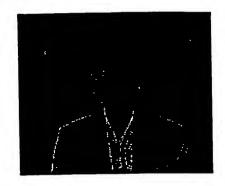


Fig. 13a First frame of video



Fig. 13b Segmentation mask

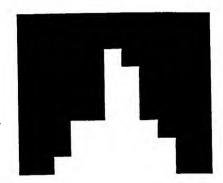


Fig. 13c Blocked mask

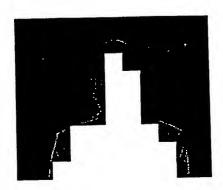


Fig. 13d Extracted background

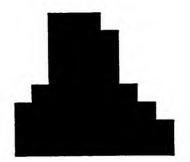


Fig. 13e Blocked object mask

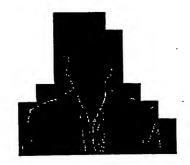


Fig. 13f Extracted object

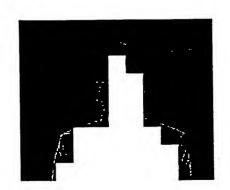


Fig. 13g Recon background object

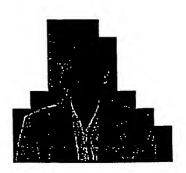


Fig. 13h Recon object

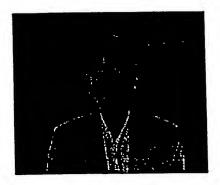


Fig. 13i Recon frame

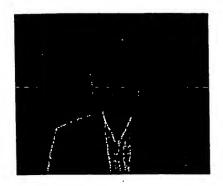


Fig. 13j Next frame



Fig. 13k Segmentation mask

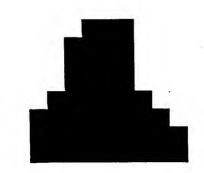


Fig. 131 Blocked object mask

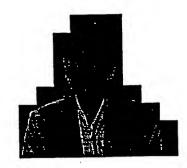


Fig. 13m Extracted object



Fig. 13n Object difference

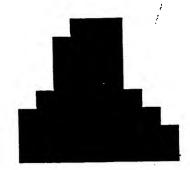


Fig. 130 Adjusted block mask

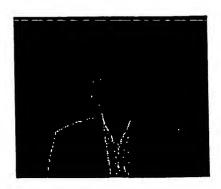


Fig. 13p Reconstructed object with average background

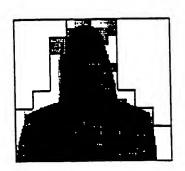


Fig. 13q

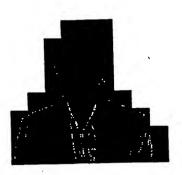


Fig. 13r

DCT coding results; light grey blocks indicate which blocks were DCT coded.

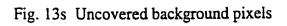


Fig. 13t Mask

Fig. 13u Image

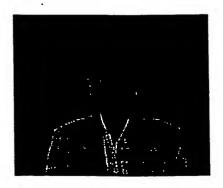


Fig. 13v Recon frame



Fig. 14a Original content

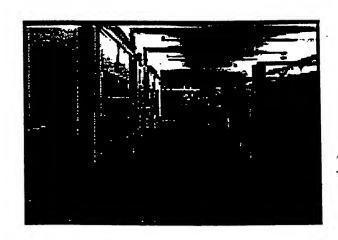


Fig. 14b Object dropped

